

Learning How to Play

This is a short, hands-on introduction to *Chickamauga*. You should be ready to play after reading it and following the instructions.

STARTING

First, load the program as described on the sheet of loading instructions. After the program has finished loading, you should see a screen full of text headed “GAME OPTIONS”. This screen allows you to change several features of the game. For this demonstration, however, we’ll only change one thing. Press **(P)** to change the number of players to one (a solitaire game). Notice that you will be the Confederate player. Then press **(ESC)** to begin the game. The disk drive will operate for a short time and turn 1 begins.

STRATEGIC MAPS

As you can see at the top of the screen, it is now 10 AM and the Confederate first turn. You are looking at one of the strategic maps, of which there are four. The strategic maps are reduced versions of the tactical map, which is too big to fit on a single screen. Each hex of the map is represented as a small rectangle of color. This is the *victory hexes* map, showing locations important to winning the game. Those currently owned by the Union are blue, and those owned by the Confederates are gray. The road network is also shown, in light red. The white box is the cursor.

The various lines of text will be discussed later.

Other Strategic Maps: Press **(+)** once to get to another map. This is the *Union forces* map, showing all Union units (in blue) plus the map’s terrain features in simplified form. Pressing **(+)** once more gives the *both sides* map, showing Union and Confederate units plus the road network. One more **(+)** gives the *Confederate forces* map, and one more returns to the *victory hexes* map. The **(+)** key switches maps in the opposite direction.

You can use the strategic maps to look at units and gain information, but not to give orders.

THE TACTICAL MAP

Now change to the tactical map with **(?)**. (You can get back to the strategic maps with the same key.) What you now see is only a small part of the map. You can scroll the map by trying to move the cursor off the edge (see below).

The map shows several types of terrain: woods, fields, trails, and the Chickamauga Creek. Confederate infantry brigades are gray x’s. The white x in the center of the screen is a brigade with the cursor on top of it. The reference card shows the various terrain and unit types.

On the top of the map (just below the turn information) is a line giving the total casualties suffered by your side (currently none), the current score (2000), and the cursor’s location: column 18, row 26.

Below the map are several lines giving information on all units in the hex: the unit’s identification (corps/division/brigade), its current number of men and the casualties

it has lost, its number of artillery pieces, and its morale, fatigue, and communications levels. There is space for information on three units, although there are only two units in this hex, Jackson's and Smith's brigades.

Below that is a line showing the terrain of the hex (woods), and below that is a line for error messages and prompts (now blank).

MOVING THE CURSOR

You can move the cursor with either of the directional rosettes, one around **(F)** and one around **(J)**. For example, **(U)** moves the cursor up (due north), and **(I)** moves it northeast. Try moving the cursor around for a while and explore the map. The hex location in the upper right changes as you move. When you move the cursor within one hex of the edge of the screen, the map scrolls. Also notice that when the cursor is in a hex with a unit, it has the same symbol as the unit; when it's in an empty hex, it's a cross.

GIVING ORDERS

To give a unit orders, you first have to pick it up. You pick up the top unit in a hex by pressing **(F)** or **(J)**. Pressing the key again drops the unit and picks up the next unit in the hex (if any). Move the cursor to a hex with a Confederate unit and try this.

When a unit is picked up, its information line changes color and two new messages appear: the unit's current mode and the number of minutes remaining in its turn.

There are 8 modes, or types of orders; to put the unit into a particular mode, press a key from **(2)** to **(9)**. See the reference card for a list of modes. Placing a unit in rest or wait mode constitutes an order; in other modes, you have to supply additional information to make an order. Each order subtracts 10 or more minutes from the unit's remaining time.

Movement: There are three modes used in movement: *march* **(5)**, *cautious* **(6)**, and *attack* **(7)**. March mode is fast, but will get you into trouble if you run into enemy units. Cautious mode is slower but safer; if you bump into enemy units, you automatically stop and fire at them. Attack mode is used to assault (melee) an enemy-occupied hex; only a unit in attack mode can force an enemy unit to leave a hex. To give a movement order, place the unit in one of the modes and move the cursor in the desired direction. Try it: pick up a Confederate unit **(J)**, put it in cautious mode **(6)**, and move it north **(U)**. Notice that some time has been removed from its time left; the exact amount depends on the terrain entered.

Fire: There are two modes used for fire: *fire near* **(8)** and *fire far* **(9)**. In fire near mode, the unit's artillery shoots at the same target as the infantry (at adjacent hexes); in fire far mode, the artillery shoots at a separate target farther away. Each fire order takes 20 minutes.

Try fire near. Pick up a unit and put it in fire near mode **(8)**. You get the message "Put dots on infantry targets". Move the cursor in the direction you want to shoot, say northwest **(H)**. Now you see three patterns of red dots; those are the hexes the unit will shoot into. Complete the order with a period **(.)** and note that 20 minutes have been subtracted from the unit's time left.

You can also fire a more concentrated pattern into only two hexes. The unit is still in fire near mode. Move the cursor again **(H)** and the dots appear again. Now you

can press the directional key for either of the two flanks of the pattern (**N** or **U**) to reduce the pattern to two hexes. Note that this also completes the order.

Fire far is more complicated. The first part is the same as fire near except that there are only four dots in the pattern instead of five. Press **G** and **H** to show the 3-hex pattern. Press the same direction again (**H**) or one of the two flanks (**N** or **U**) to complete the infantry fire. Now the message says "Put dot in artillery target". When you press a directional key, a single dot appears and the message says "Target too close". You must move the dot to a hex 2 or 3 hexes from the unit. If the message says "Target not visible", the unit can't see that hex and you must choose another. When you have a valid target (a message will appear), press **□** to complete the order.

Note: Shooting at friendly units doesn't hurt them.

Fortify: This mode is only possible during the two night turns. It takes a unit an entire turn to fortify one side of the hex it occupies. To fortify, press **2**, the directional key for the hex-side being fortified, and **□** to complete the order.

Rest: Resting takes 40 minutes and allows a unit to recover some of its fatigue and casualties. Pressing **3** enters rest mode and completes the order.

Wait: Waiting takes 10 minutes and is used to synchronize moves and attacks. Pressing **4** enters wait mode and completes the order.

OTHER KEYS

There are several useful keys to help make it easier to give orders.

Canceling Moves: Pressing **X** cancels the last order of a unit which is picked up or aborts an incomplete order. The **SPACE** cancels all the orders of the unit picked up. **CTRL X** cancels all orders for all units; because this is so drastic, the computer asks you again before doing it.

Repeat: Pressing **Y** repeats the unit's last order. It will also complete a fire order if used instead of **□** (and creates two of that order).

Go Back: Pressing **B** drops the unit currently picked up (if any) and returns the cursor to the hex in which a unit was last picked up. This is especially useful when moving stacks of units.

Review: If a unit is picked up, **RETURN** reviews its orders. If no unit is picked up, **RETURN** reviews the orders of all units on the screen. **SHIFT RETURN** reviews the orders of all your units.

If used on the *both sides* or *friendly* strategic map, **RETURN** points to the first unit the computer can find with no orders; this helps you make sure that you haven't missed anyone. **SHIFT RETURN** shows you all your units without orders.

ENDING THE TURN

Now experiment with giving orders; move as many units as you like, have them fire, rest, and in general practice using the keyboard. When you are done, end the turn.

To end, press **Q**; the computer protects you from accidents by asking you again.

THE UNION TURN

Now it's the Union half of the first turn. If you were playing a two-player game, the Union player would now go through the same procedure as you just did. Since the computer is playing the Union, it doesn't need the screen to plan its moves, so

it takes the opportunity to tell you what happened during this turn in the historical battle.

RESOLUTION

Once both sides have given their orders, the computer resolves all movement and combat, moving both sides' units simultaneously.

TURN REVIEW

After resolution, the computer displays a strategic map and shows what happened during the turn. Like the *both sides* map, the review map shows the units of both sides and the road net. The events of the turn are displayed 10 minutes at a time. A unit flashes white when it moves; it flashes red if it takes casualties (from fire or melee); reinforcements appearing on the battlefield flash green. Both players (if there are two) should watch this together. When the turn review is over, you can start the next turn with **(Q)** or repeat the review with **(RETURN)**.

OPTIONS

Morale, fatigue, and communications effects can be turned on or off with the beginning option screen; if off, they are still displayed but have no effect.

NECESSARY INFORMATION

The following information will help you make proper decisions during play.

Morale and Fatigue: A unit's morale and fatigue can be excellent, good, fair, poor, or awful. They affect a unit's ability to fire, melee, and defend against melee. A unit with poor or awful fatigue also takes longer to move. Morale is worsened by taking casualties. Fatigue is worsened by moving and firing, being fired upon, attacking, and being attacked. It may be improved by resting.

Communications: If the communications option is in effect, headquarters appear. See *Communications and Headquarters* on page 18 of the rule book.

Unit Types: Most units are infantry. Cavalry is faster than infantry, but not as powerful in combat. Mounted infantry is as fast as cavalry and is more powerful in all forms of combat than infantry (especially fire).

Terrain: The time needed to enter a hex varies with type (as well as unit type and mode). Experiment. The defensive value varies too. For fire, the order from poorest to best is clear, field, hill, woods, ridge, entrenchment. For attacks, the order is the same except that hills are better than woods.

Fire: The effect of fire depends on the number of men in the firing unit, number in the defending unit, terrain of defender's hex, defender's mode, attacker's unit type, range (for artillery), and attacker's morale, fatigue, and communications. If a unit has more than 1023 men, only 1023 of them may fire.

Attack: You need about a 1.5:1 advantage for a successful attack. However, don't just count numbers of men; defender's mode, attacker's communications, and both sides' morale, fatigue, unit type, and terrain are important. Also, a unit nearly surrounded by enemy units does not fight as well.

If a unit wins an attack it forces the enemy from the hex.

Stacking: You can order as many as 8 units to enter the same hex, but only 3 will actually get there; the rest will wait until the hex has room again to continue moving.